

Citizen Advisory Board For State Government Performance

2006 – 2007 WORK PLAN

As of June 14, 2006

The Governor wants to ensure citizens are involved in improving government performance, and seeks expert advice on communicating about results with citizens. Toward that end, the Citizen Advisory Board for State Government Performance shall:

- **Process improvement:** Advise the Governor on the state's efforts to improve state government's efficiency and effectiveness, including best practices from both the private and public sectors.
- **Coordination and prioritization:** Ensure that efforts to improve performance are coordinated across state government and prioritized to achieve the highest value for taxpayer dollars.
- **Citizen engagement:** Increase the transparency and accountability of state government through reporting to citizens in ways that are meaningful and useful.

Time Frame	Area of Responsibility	Role of Board
June 2006	Citizen Engagement Coordination and Prioritization	<ul style="list-style-type: none"> • Endorse citizen engagement strategy • Co-host "community leader" events • Review major performance programs for overlap, relative value, and coordination
July 2006	Coordination and Prioritization Process Improvement Citizen Engagement	<ul style="list-style-type: none"> • Hear from and discuss agency perspectives of coordination efforts • Preview statutory analysis of performance and quality initiatives • Receive update on citizen engagement workshops and Town Halls • Review plan for Governor's Report to Citizens
September 2006	Coordination and Prioritization Process Improvement Citizen Engagement	<ul style="list-style-type: none"> • Discuss analysis of performance and quality initiatives • Make recommendations for new or amended legislation • Receive update on Governor's Report to Citizens
November 2006	Coordination and Prioritization Process Improvement	<ul style="list-style-type: none"> • Receive report from POG Guidance Team representatives • Finalize recommendations to the Governor